

# Muinín Catalyst STEAM Education for Sustainable Development and Futures Literacy

## SDG14 The Future Of The Ocean



## SDG14 Media Communication

Programme Phase: Phase 3 - Implementation

Micro-Module 7: Media Communication 1 - Video

Subject Areas: Climate Action and Sustainable Development, Design, English, Enterprise, Geography, Science



# SDG14 Media Communications



## SDG14 Future of Ocean Health: Media Communication 1 - Video

### Micro-Module 7: Implementation

Subject Areas: Climate Action and Sustainable Development, Design, English, Enterprise, Science

4 QUALITY EDUCATION



13 CLIMATE ACTION



16 PEACE, JUSTICE AND STRONG INSTITUTIONS



17 PARTNERSHIPS FOR THE GOALS



### Micro-module Summary: Media Communication

Media communication is a supporting micro-module that links into the project-based learning modules that use local places to enable learners to gain knowledge and skills around contemporary issues of sustainable development.

The main modules have a year-end goal which encourages linked learning, project management and Implementation of a project linked to the SDGs and real-world scenarios

This micro-module offers media micro-projects; video, poster, presentation and audio, that can augment project-related assignment pieces or extended as stand-alone projects.

### In this Module, the learner will:

- develop skills of organising, planning, and producing media outputs
- develop awareness of the basics of media production
- practice problem solving and critical thinking skills as individuals and part of a group
- build transferable skills and capacity that will support learners to share any media they produce, whether in their personal or professional futures
- be introduced to tools and methods for media production

### Materials

- Lesson plans
- Accompanying resources
- Optional assessments
- Skill support resources
- Internet Access required

# SDG14 Media Communication



## **SDG14 Media Communication 1 – Introduction to Pre and Post Production Video.**

This micro-module introduces learners to video / film-making and has been devised to give learners basic skills within video / film-making development, creation, and production. Ideally, the micro-module is delivered as a micro-project - 8hrs taught time with additional self-directed learning required to shoot their footage for their film, between lesson 7 and 8. If educators want to introduce a 'light-touch', less complex film or video component to their projects, we have other lessons and worksheets that can support this approach, also. Please let us know and we can advise the most appropriate pathway

### **SDG14 Media Communication 1 – Introduction to Pre and Post Production Video**

#### **Lesson 1 The Rapid Film Project**

In this lesson, learners will playfully begin to explore key aspects of film making and pre production. Using a rapid remix technique, learners will quickly create a story outline for a film

Resources: Teachers Materials: Rapid Remix cards

#### **Lesson 2 From Idea to Story**

In this lesson, learners will begin to consider the aspects of film making and pre production. They will gain an awareness of basic video production planning and learning core elements of idea / story development. An additional lesson enables learners to continue to learn the core elements of idea / story development and begin to storyboard their ideas in preparation for making their videos.

Resources: Worksheets:Video Analysis, Worksheet: Idea Development Worksheet, Storyboarding

#### **Lesson 3 Developing a Project Plan**

In this lesson, learners will be introduced to the five stages of film production and begin to explore ideas for their film / video project, which will help them prepare for making their videos.

Resources: Worksheets:Project Planning 1, Creating Vision / Mood Board

#### **Lesson 4 From Idea to Story 2**

In this lesson, learners will continue to learn the core elements of idea / story development and begin to storyboard their ideas in preparation for making their videos.

Resources: Worksheet: Storyboarding 1, Resource Sheet: Storyboarding

#### **Lesson 5 Camera Shot List Scavenger Hunt**

In this lesson, learners will undertake a camera shot list scavenger hunt to begin to understand different shots so they can develop their storyboards.

Resources: Worksheet: Camera Shot list Support Sheet: Camera Shot list

# SDG14 Media Communication



## Lesson 6 Pre Shoot Planning

In this lesson, learners will develop their storyboards and start to plan with a pre-shoot list. Learners will add more details to their story boards, such as camera angles and shots, thoughts on lighting, time of film and think about filming locations, any permissions required, any costumes or props required as well assign team roles.

Resources: Worksheets: Shot List, Basic Camera Shots, Pre Shoot Planning

## Lesson 7 Lights Camera Action

Most learners will be using their phone and in-camera audio and digital platforms, e.g. reels for editing. This lesson is for those using a camera or interested in learning more about the process and getting some technical tips for their shoot.

Resources: Support Sheet: Basic AV Camera Kit, Worksheet: Lighting and Audio

*Between Lesson 7 and 8 learners will be shooting their footage as they will have completed all the steps to enable their shoot to go well.*

## Lesson 8 Editing

Learners are introduced to digital editing and begin to transfer their footage. They will learn the basics of all they need to know for creating a basic sequence with audio, transitions and titles

Resources: Support Sheet: Basic AV Camera Kit, Worksheet: Lighting and Audio

## External Expertise

- Dr. Anita McKeown, FRSA, FIPM, MEI - is an award-winning film-maker, artist|scholar and STEAM educator, co-designing values-based leadership through education and community processes. She works at the intersection of art, equitable placemaking and technology: open-source culture and Technology (ethical and ecological implications) and STEAM education, across a range of interdisciplinary projects, processes and partnerships

## Using the Resources:

If you wish to use these resources, we can offer an induction and online support throughout the module to help you plan integration into your projects and timetable. To register for this option, please contact [hello@futurefocus21c.com](mailto:hello@futurefocus21c.com) For more information on the resources please visit [www.muinincatalyst.com](http://www.muinincatalyst.com)

## Setting up an online learning environment for the lessons on this module:

Our lessons integrate the use of virtual learning environments. To ensure seamless use of our lessons, a module should be set up on your school's virtual learning environment such as Teams,

# SDG14 Media Communication



Google Classroom, etc. Learners are encouraged to upload documents to share with their peers. If your virtual learning environment does not support document sharing, we recommend OneDrive or Google Drive.

You can also use Google Sites or Microsoft Sway to encourage learners to present their work over the year - this can easily be set up to reflect the aims of TY and provide a showcase for their work as well as assessment tool.

## Setting up a Canva Education account.

As our lessons integrate design, our lessons also refer to Canva. Educators and schools are able to open a free Canva for Education account by registering here: [www.canva.com/education](https://www.canva.com/education). Canva for Education provides primary and secondary school teachers and students with premium features and templates. You can then also set up lessons and invite your learners to the class.

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# SDG14 Media Communication



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